

METROPOLIS:

YEARBOOK #3

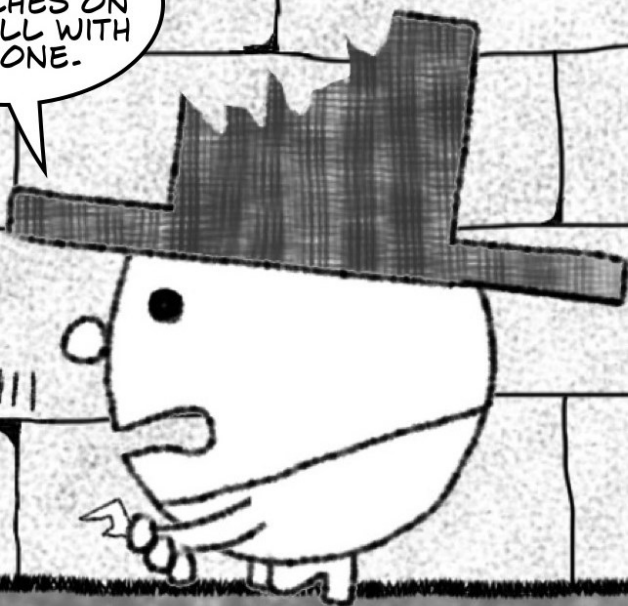
by João G. Canhoto

HEY,
NUMMERSICS!
I'VE BEEN HERE
FOR EIGHT
DAYS.

HOW CAN
YOU
TELL?

I'VE BEEN
MAKING
SCRATCHES ON
THE WALL WITH
A STONE.

|||||



Metropolis Yearbook #3

Metropolis
The web comic strip

by João G. Canhoto

This book is a synopsis of chapters 25 through 38
originally published on-line between
February 22, 2013 to December 22, 2013

Front and back cover: a previously undepicted scene from
Eg's time in the Sarnian dungeons.

Metropolis web comic strips can be found online at:

<https://sites.google.com/site/metropoliscomicstrip/>

joagdcanhoto.blogspot.com/

<http://www.smackjeeves.com/comicprofile.php?id=134191>

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Canada

2014
Richmond, British Columbia, Canada

The Metropolis Yearbook #3

This has been a very slow year for Metropolis. I mentioned on the website that my baby girl Zoey was born in January. Having an infant and toddler in the house has really put the kibosh on my production schedule. I usually put out two chapters a month. In the first six months of 2014, I have only put out four chapters.

For those who don't know: having two kids is not double the work, it's triple!

Have hope new parents! It does get easier. Almost overnight (and with the dedicated effort of my wife) Zoey is taking a turn for the better. Her acid reflux isn't an issue anymore and she's sleeping through the night (mostly).

I hope to increase my production schedule for the second half of 2014; though I doubt I'll get two chapters per month until 2015. I beg your kind indulgence during this time. I thank you for your continued attention to the Metropolis comic strip. I hope you are still as entertained by reading it as I am making it.

I have something new for you. This issue's special feature is a short story. It was originally supposed to be a part of the strip. I thought it was very funny, but I couldn't make it fit the comic strip format. I didn't want to miss the opportunity to tell this story, so I thought the best way to convey it would be as a short story. Including the story within this Yearbook is the perfect home for it. You'll find it at the end of the book. Enjoy.

João G. D. Canhoto
August 10th, 2014

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A recommendation from you is really helpful in promoting the comic.

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I hope you'll also consider sending me a "Tip" for my work. **If you can spare it**, any amount is greatly appreciated and I thank you. **If you can't spare it**, then consider Metropolis a gift from me to you and your family and I hope you consider helping me out by some of the methods mentioned above.

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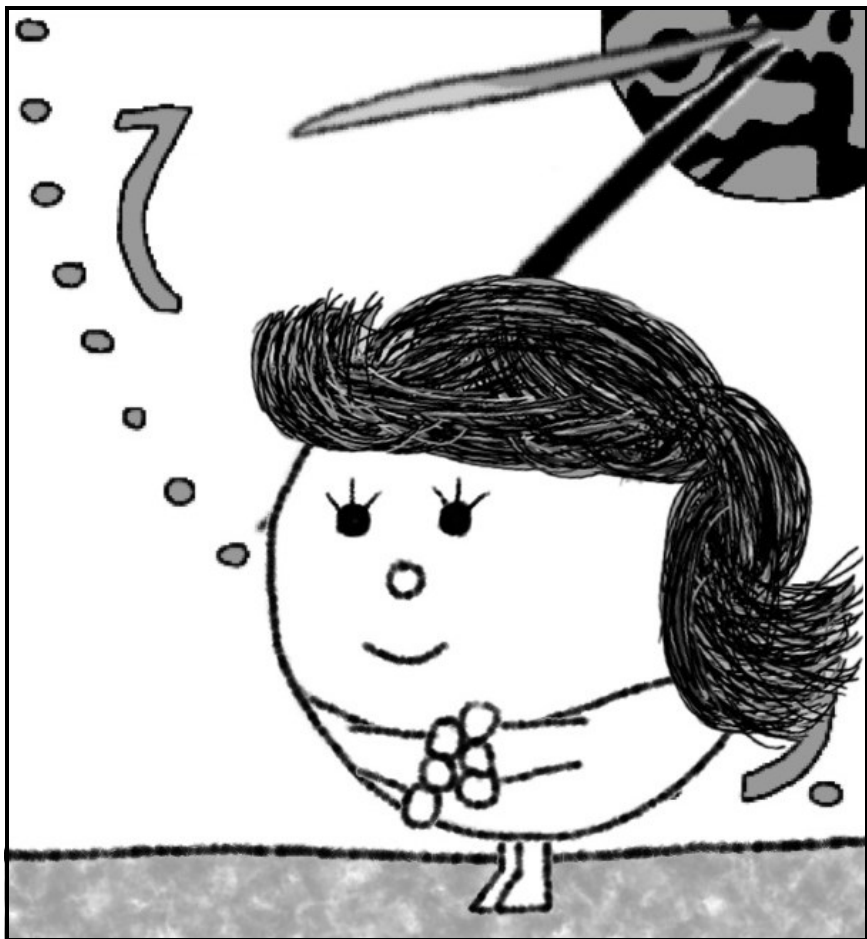
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I will make the donation at least once per year and post the results of it on the Metropolis website. The first donation will happen during 2014.

Thank you for the support and have a great day.



Metropolis Yearbook #3

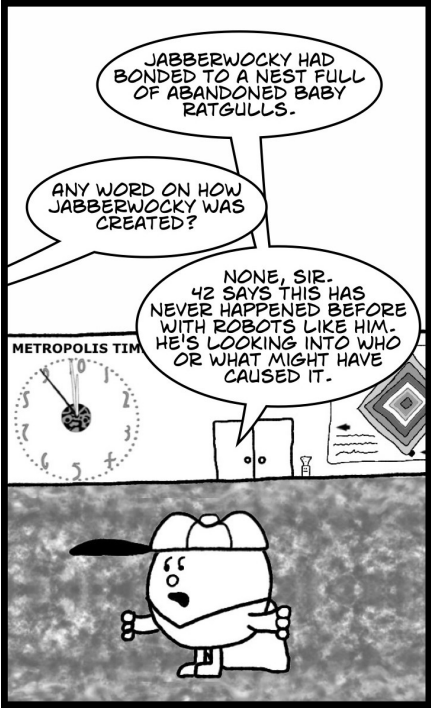
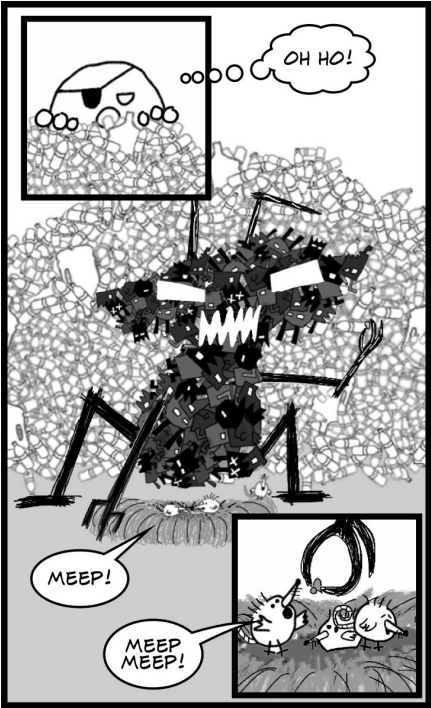
by João G. D. Canhoto

Chapters 25 to 38

Chapter 25

Last time we saw the M-Squad they had tracked Jabberwocky to the city of Garbagopolis. Have you noticed that most of the fighting in this strip is told in the past tense? And that's how we start off Yearbook #3. Super Yok recounts the M-Squad's confrontation with Jabberwocky to Mayor Don. Mog decides that they should just leave the Jabberwocky alone. What good is a Monster Squad if it doesn't hunt monsters?

Check out that huge wall clock in the mayor's office!

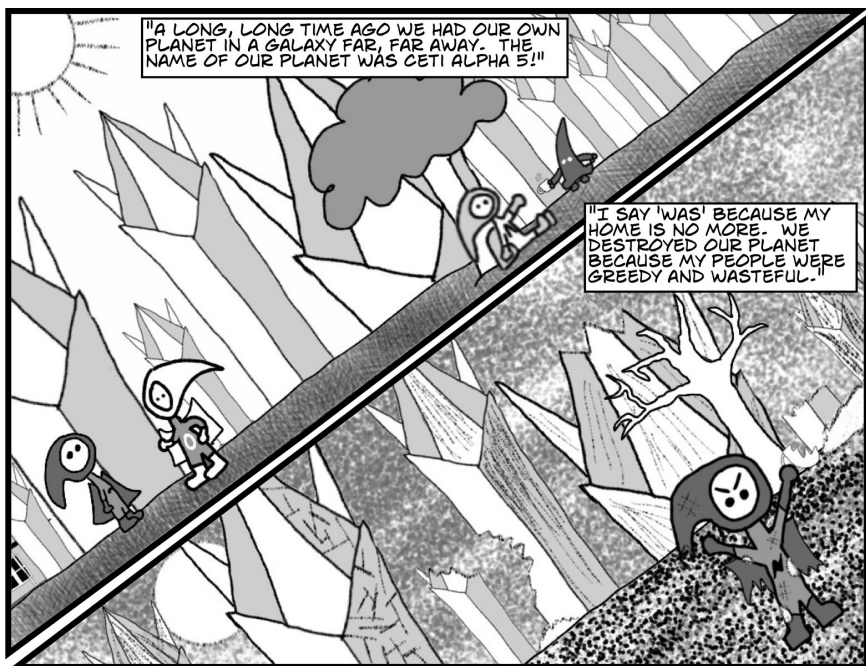


Chapter 26

Jump cut back to Josephat, Ge, Rig and Tepper. (Recall that we left them during their search for Eg back in Chapter 23.) Josephat begins to elaborate on his suspicions concerning the Mayor of Metropolis.

But what is more exciting is we get a rare look into an alien society. It is a story of woe for Josephat and the hooded and mysterious people of the planet Ceti Alpha 5. It seems that these people have penchant for steamy hot-brewed beverages served in mugs by little creatures that look strangely like... Have we seen that creature before? Maybe I'm just imagining things.

The chapter concludes with a landing on the planet Vontariot and we get a shadowy look at the Bigheadians. Very ominous. Very, very ominous.

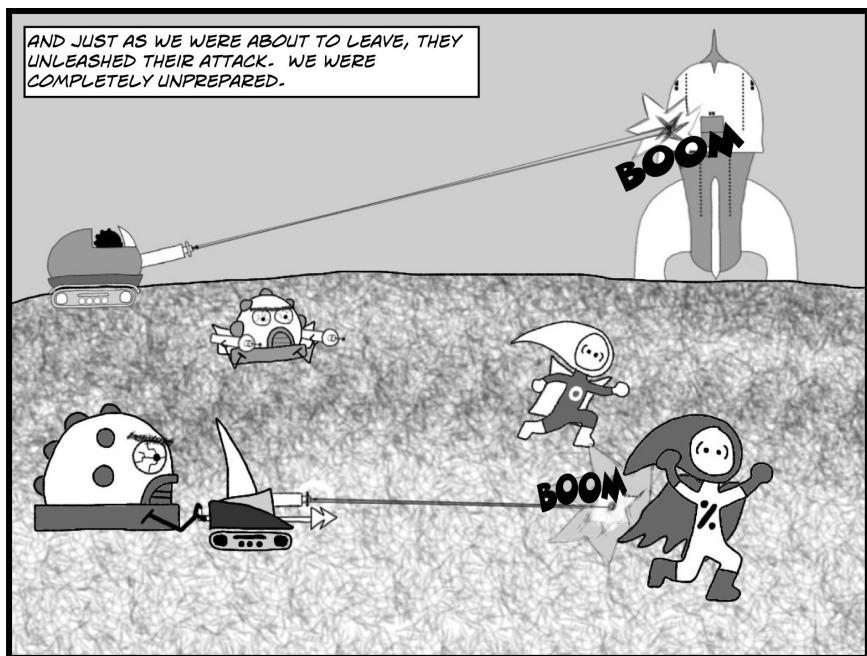
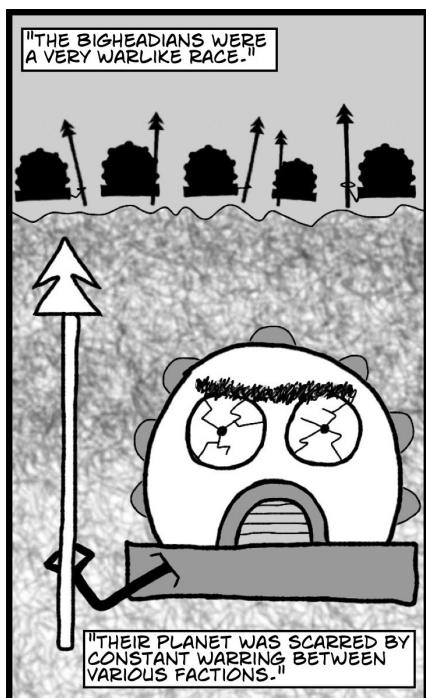


Chapter 27

The conclusion of Josephat's story. Bigheadians are giant floating heads prone to war-like behaviour.

Josephat's people came to the planet Vontariot to help the Bigheadians, but they were betrayed. The Bigheadians stole their technology to wage interstellar war.

The Ceit Alpha "Five-ians" are ambushed. Josephat escaped the ensuing carnage; he was one of the few who did.

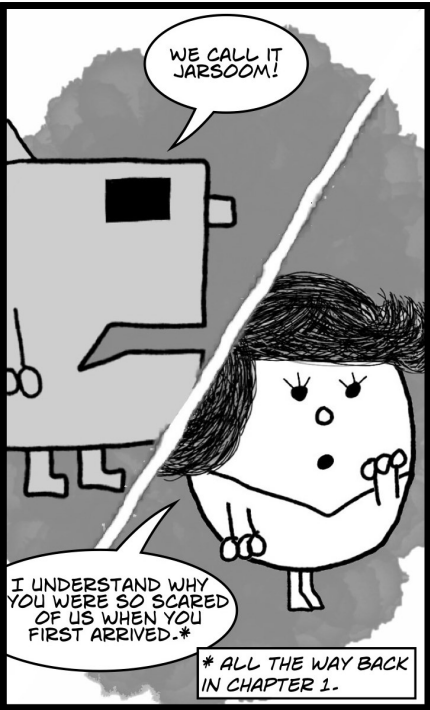


Chapter 28

Most notably we learn that Metropolis is on a planet the locals call Jarsoom.

Josephat, Ge, Rig and Tepper, horrified by Josephat's tale, resolve to investigate the mayor. Is he in fact an alien Bigheadian? Before they can really start on a plan the mayor suddenly arrives on the scene. Coincidence? I think not!

And meanwhile in Sarnia...



Eg has been imprisoned for some time and he doesn't know why. He doesn't even know what the guards look like!

Nummersics, the captive in the next cell, explains that Eg may have quite a wait. Eg is a man of action (and very little patience) so he sets his mind to formulating an escape plan.



Chapter 29

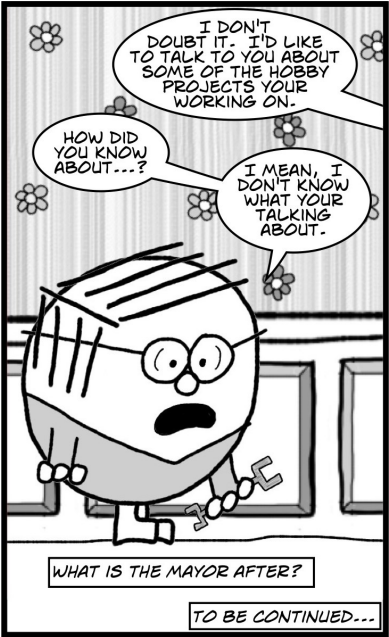
The mayor confronts the plotting quartet of friends. Everyone does a very poor job of not looking suspicious. For such a little guy the mayor sure seems intimidating.

Fortunately for our heroes the mayor is not here to see them. He wants to meet Tepper's younger brother. Wait... Tepper has a brother?



The mayor is promptly taken to the Hunny household. Home of Tepper and Rem Hunny. While Tepper is away Rem and the mayor make chit-chat. Oh! Isn't that interesting! Rem is also robotics engineer, just like Eg and Josephat.

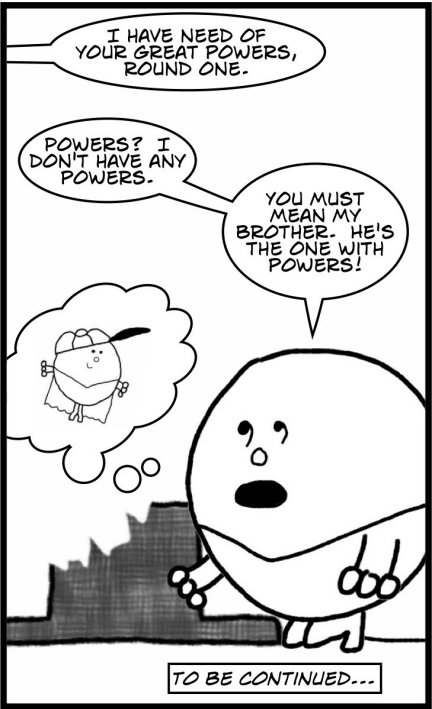
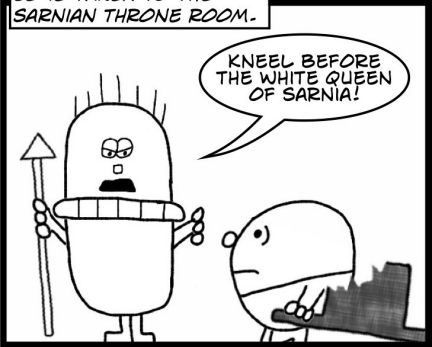
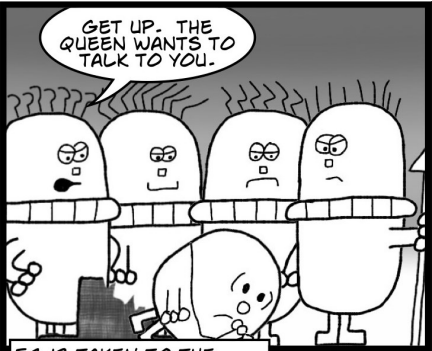
It seems the Mayor knows more about Rem than we do.



Chapter 30

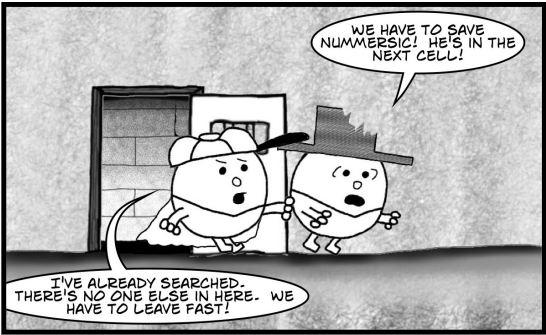
Back to the land of Sarnia. Just as Nummersics predicted, Eg's ill-conceived escape attempt fails. The guards whisk him off to meet the White Queen of Sarnia. Finally.

And she's a ghastly looking thing too! The White Queen of Sarnia is some kind of ethereal mist creature with sharp teeth and a bad temper. Eg finally learns why he has been abducted. The White Queen thinks he has special powers. But we know that it's Eg's brother who has special powers. Right?



Chapter 31

Eg is back in the White Queen's dungeon. Oh look, an unexpected visitor. Super Yok has arrived to rescue his brother.



On the way out the brothers take a moment to share their thoughts and feelings. How could you not know that your own brother has super hearing? Come on Eg! He's your brother. You should be nicer to him!



The boys are almost out of the frying when they unexpectedly step into the fire. The dungeon guards appear and Eg is extremely disappointed to learn that Super Yok is currently not so super. His powers don't seem to work in land of Sarnia. That's unfortunate.

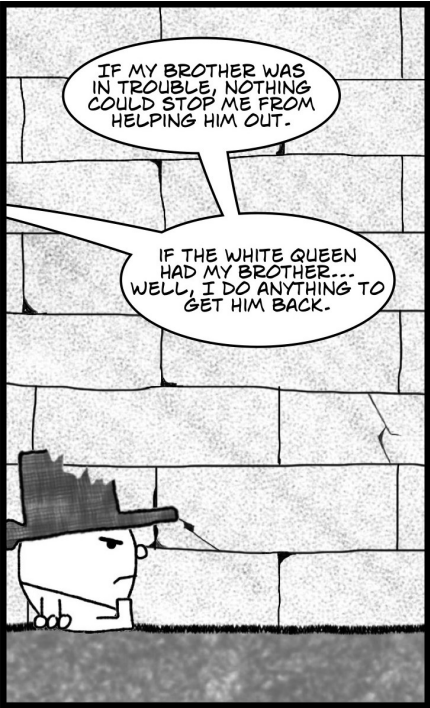
Chapter 32

Eg is alone and back in his cell again. Super Yok has been taken to see the White Queen. Nummersics tries to make Eg feel better by reminiscing about his own brother.

Eg seethes. And how!

So now the White Queen has the right brother before her... or does she? She wants Yok to use his powers to talk to the dead. Super Yok can fly. He has super strength and invulnerability. But Super Yok cannot speak to the dead.

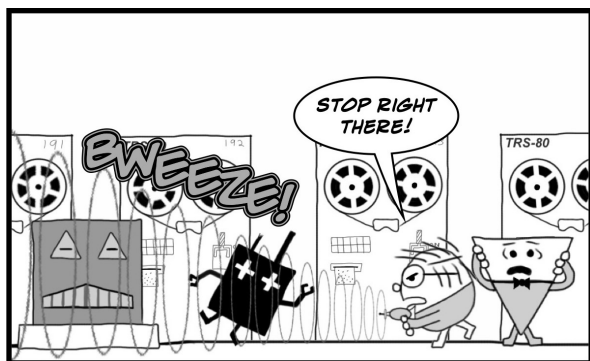
Just who is the crazy lady trying to find?



Chapter 33

Now we are deep in the sub-basements of Metropolis. This is where the city-control robot named Dr. Babel is housed. Dr. Babel and 42 work together to uncover the origins of the Jabberwocky.

But wait! Who is the curious person with the bowtie accompanying 42? Have we seen him somewhere before?

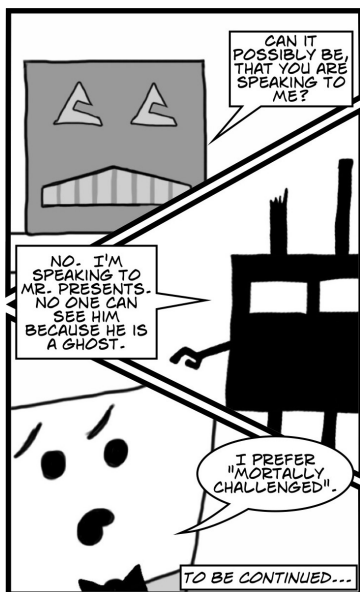


Never mind that! Rem suddenly appears and zaps the robots. Rem created Jabberwocky? Why would he make such a dangerous creature? And why can't he see 42's friend?

Rem erases the memories of the robots to prevent being discovered. That proves to be futile because 42's friend just happens to be a ghost named Mr. Presents! He informs 42 of what just happened.

Oh my goodness! There really is a ghost and 42 has been talking to him since Chapter 15! And 42 is the only one who can see him! I wonder if 42 can see other dead people or just...

Hey wait a minute...



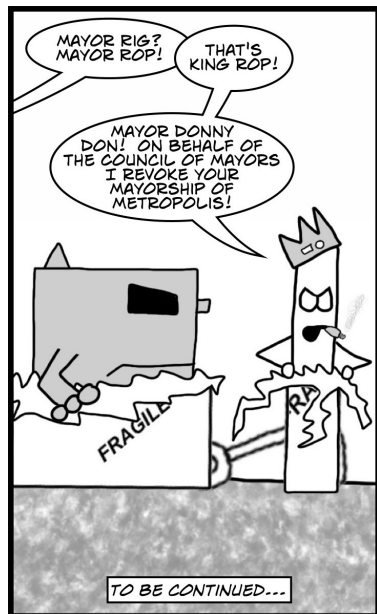
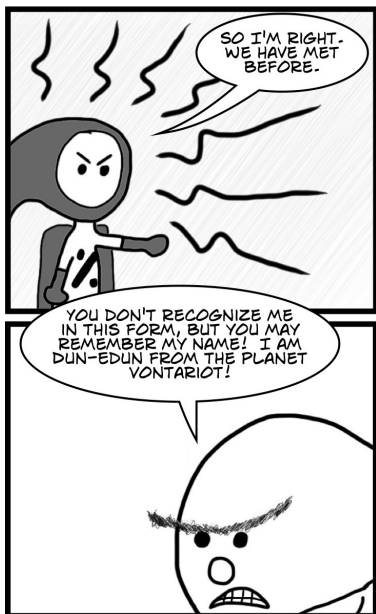
Chapter 34

Special delivery for the mayor's office! Oh, it's really Josephat and Tepper! Is this really Tepper's plan; to break into the mayor's office to find evidence that he is an alien?

But the mayor is lying in wait for them. He is wily and fearless too! He brashly admits that he is in fact Dun-Edun, a Bigheadian from the planet Vontariot and a foe to Josephat.

This, of course, plays right into Tepper's plot. Dun-Edun exposes his true identity in front of Mayor Rig and Mayor Rop. They strip Dun-Edun of his office.

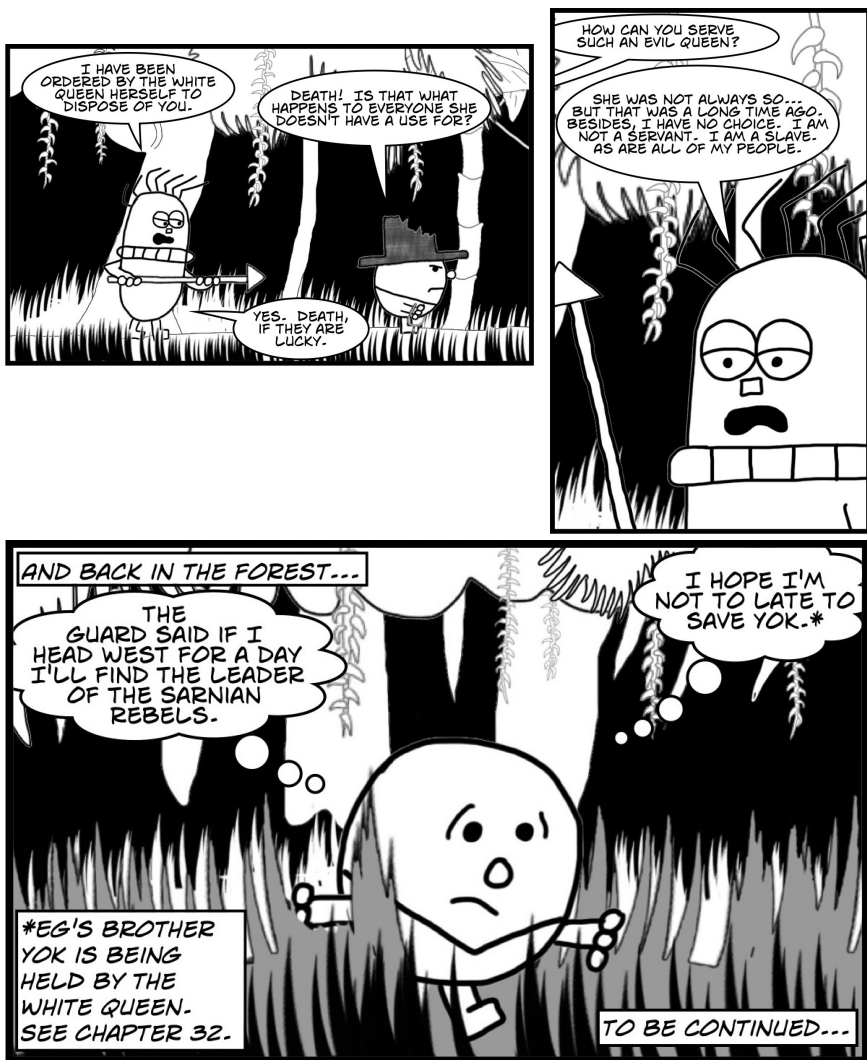
Was Rop smoking that cigar the entire time he was in that box?



Chapter 35

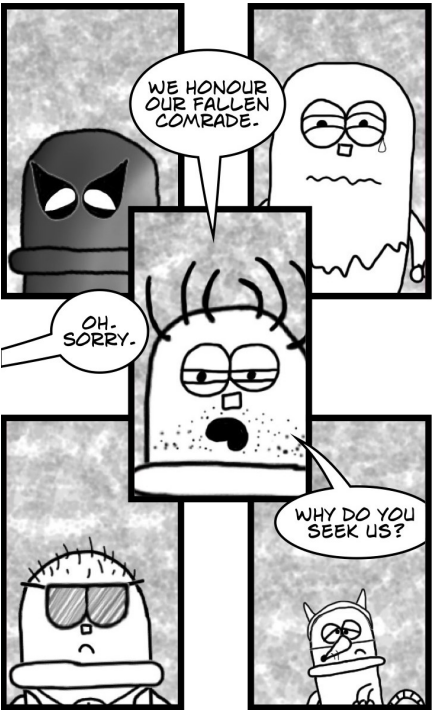
Back in Sarnia Eg is taking a short walk at the end of a spear. He doesn't suffer from any delusions and makes a bid for his life. Well played Eg. He makes a connection with his would-be executioner and trades his hat for his life.

One man's busted hat is another man's badge of individuality in the repressive milieu of a tyrannical monarchy.



Chapter 36

Eg has found the Sarnian rebels. A motley crew known as the Inglorious Six; Smiles, Delicate, Phelps, Tik Tok and their leader Shad. I wonder who the sixth member was? So does Eg so he tactlessly asks about it.



After hearing about his troubles Shad agrees to help Eg rescue Yok. Of course there's a condition: Eg must help defeat the White Queen and free the land of Sarnia!

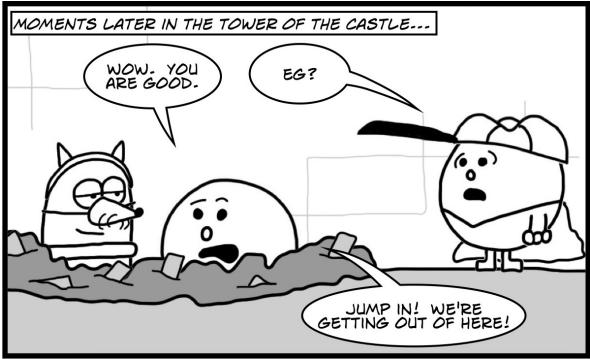
Meanwhile the White Queen orders Yok to contact the dead. But not just any dead, one particular dead. The Queen wants to speak to her long dead husband. The late the King of Sarnia.



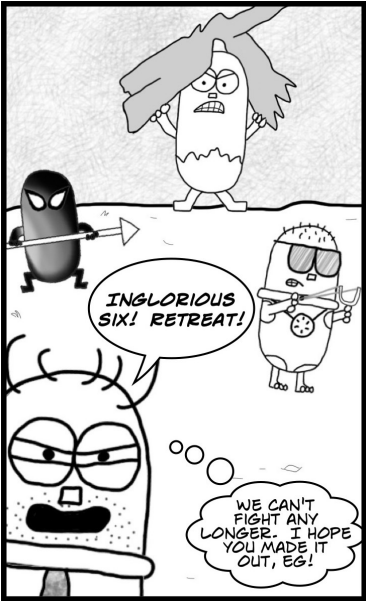
Chapter 37

Action! Adventure! Excitement!

The plan to rescue Super Yok is underway. Shad and his band cause a diversion at the castle gates while Eg and Tik Tok tunnel into the tower. Yes. I said tunnel into a tower.

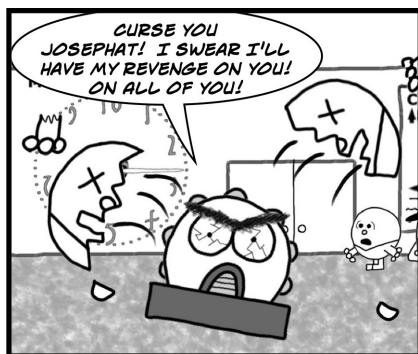


The plan goes off without a hitch. Eg and Yok beat a hasty retreat back to Metropolis. Don't forget your promise to Shad, Eg!



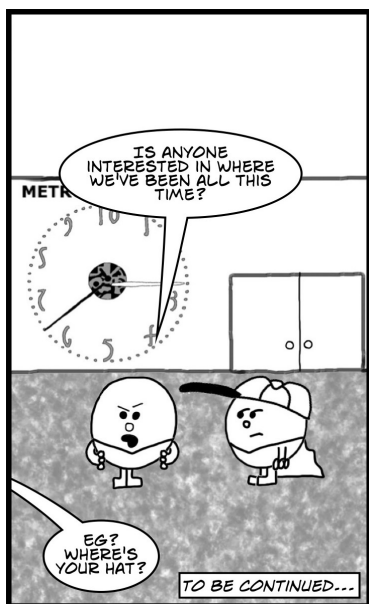
Chapter 38

Eg and Yok have returned home and boarded up the closet door, which is a magic portal that leads to the land of Sarnia. This should (hopefully) prevent any future incursions.



The brothers zoom to the mayor's office to inform the proper authorities of the strange and hostile world on the other side of Eg's closet.

They arrive just in time to see Mayor Donny Don (or should I say Dun-Edun) unmasked. There is no time to warmly greet Eg's return as Tepper is dizzyingly made the new mayor of Metropolis. Being held prisoner in another dimension for weeks just does not garner the attention that it used to, does it?



Here's a little info about the planet Jarsoom. Mayors are like vampires. Mayors on Jarsoom are not elected. Only a mayor can make a mayor. Same way only a vampire can make another vampire. And as we've just learned, only a mayor can take away your "mayorship". So I guess in that sense, it's nothing like being a vampire.

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Conclusion

I'm sure everyone is very happy to see the end of Mayor Donny Don... Or have we? And Eg has finally escaped from the White Queen. That's the end of her... Or is it? Let's not forget about 42's ghostly friend, Mr. Presents. Apparently he's a friendly ghost... Or is he?

We've really seen the world of Metropolis expand these past fourteen chapters. We've visited the alien worlds of Ceti Alpha 5 and Vontariot. We've even visited a strange new dimension, the land of Sarnia. And with these new worlds comes an onslaught of new characters. What lies ahead for Shad and his Inglorious Six? How will the White Queen quell their rebellion and search for the soul of her dearly departed husband all at the same time? And what about poor Nummersics? Will he ever be freed from the dungeons of Sarnia? (By the way, get your first glimpse of Nummersics on the back cover of this yearbook.)

Meanwhile back in Metropolis, more denizens of the city are introduced. Firstly, there is Dr. Babel. He is the city control robot for Metropolis. He controls most of Metropolis' automated features in much the same way that Dr. Zeus (way back in Chapter 16) controls the water supply for Arboropolis.

You have also been introduced to the duplicitous character of Rem Hunny, Tepper's brother. Just what is he all about? Will he be a friend or foe to Metropolis? And you've also had a brief look at Tepper's new administrative assistant, Ms. Teschmacher. In her own way, Ms. Teschmacher will be source of consternation for Tepper and her friends, as you will see in the following short story.

Have a great day and thanks for reading.

João G. D. Canhoto

The New Mayor of Metropolis

A Metropolis Story by João G. Canhoto

She hated her new job. She didn't want it. She wished she could have refused. Her name is Tepper Hunny and she is the new mayor of Metropolis.

Being chosen to become a mayor on the planet Jarsoom is like being conscripted. Mayors are not elected, they are chosen by other mayors and the Jarsoom Planetary Council of Mayors. If the Council of Mayors chooses you to become a mayor, you are obligated to accept. It is every citizen's civic duty to answer this call without question. And once you become a mayor you must do the job to the utmost of your ability. Having your mayorship revoked by the Council, for any reason, is a badge of shame and infamy. Mayor Donny Don, Tepper's predecessor, had been removed from his office. Before him, a mayorship had not been revoked in over 25 years. No one had refused a mayorship in over 150 years. This system is over 250 years old.

Not that there weren't ever any bad mayors in those 250 years. But no mayor runs a city alone. There is a team of administrator, advisors, managers and counselors supporting every mayor and preventing, sometimes surreptitiously, any major municipal catastrophe. Good mayors excel in their position during their 8 year term and the city thrives. Bad mayors keep their office chair warm for 8 years. These mayors never incurred disdain from the population. Being a mayor was a hard job.

So when Mayor Rig and Mayor Rop (otherwise known as King Rop) informed Tepper that she was the new mayor of Metropolis, she was flattered and terrified. And she couldn't refuse.

The walk to work seemed to get longer everyday. She

walked slower each morning. What began as a twenty-five minute walk was now taking her forty-five minutes. It was only her third day.

The mayor's office was the highest office (both literally and figuratively) in the city of Metropolis. It was a modular tower on the very top of the city. Over decades, as the city grew wider and taller the mayor's office was always placed on top.

Tepper reached the base of the tower and the silver and glass doors parted for her. She walked unhindered past the security guards who tipped their hats to her.

"Morning Mayor Tepper." they chimed in unison.

They were good guys and they deserved more the mumbled response she was able to muster.

What made her so fatigued and resentful of the position? Was it the workload? No. Tepper was used to hard work being a small business owner. Was it the hours? No. The hours were long, but not beyond what she was used to. Was it the responsibility? No. She had never been in charge of an entire city, but the challenges were gratifying. The problem wasn't the job, as onerous as it was. The problem was Tepper's administrative assistant. A square old lady with a frizzy bun, wire frame glasses and a pinched face. Her name was Ms. Teschmacher.

The private elevator to the administrative level opened. This room was known as the bullpen and dozens of supervisors and administrators oversaw the daily operation of the city. Tepper approached the pair of heavy wooden doors that opened on to the foyer of the mayor's office. They were four times her height. She needed both hands to open it. Ms. Teschmacher was seated at her

desk. She was always here before Tepper arrived and always there as Tepper left late in the evening. Tepper had never seen Ms. Teschmacher out from behind her desk. Frankly, she didn't know for certain if Ms. Teschmacher had legs.

Tepper imagined a legless Ms. Teschmacher floating around the room like witch. She shook the image from her mind.

“Good morning, Ms. Teschmacher. It’s a lovely day today, isn’t it?” The energy she had been marshaling all morning was spent on this one breath.

“As you say, Mayor Tepper.” she huffed.

Tepper decided to limit her interactions with the baneful assistant. “Do you have the daily reports ready for me?”

“No.” Ms. Teschmacher snorted. “I didn’t know you wanted them.”

“I asked for them yesterday.”

“I gave them to you yesterday.”

Tepper pinched her fingertips; a nervous habit. “Yes, you did. Thank you. But when I asked if you could prepare the daily reports, I meant...” Tepper choked back sarcasm. “daily.” ...unsuccessfully.

“Humph!” Ms. Teschmacher huffed. “You could have been clearer about that.”

Tepper immediately regretted her sarcasm. She didn’t like to be mean.

“Mayor Don was always crystal clear.”

Tepper was dumbstruck. "He was also an alien invader intent on conquering the city."

"Yes, but he was a good mayor." she heaved.

"Well, I would like to be a good mayor too. But I can't do it without your help. Maybe, for the good of the city, we should work together."

"I know my responsibilities. I always do my job to the best of my abilities." Ms. Teschmacher retorted. "I see it as my duty to assist the mayor's office in making Metropolis the best city on Jarsoom."

"I'm happy to hear it." Tepper turned to her office door.

"But I can't work miracles."

Tepper felt icy pins along her back. She winced, hoping the tightness of her gait was not noticeable.

"Ms. Teschmacher, could you please have the daily reports ready for me each morning?"

"Of course Mayor Tepper."

Her third day in office had begun. Tepper wondered if in eight years she would be known as a "chair-warmer".

The End



I'VE BEEN
MAKING
SCRATCHES ON THE
WALL WITH A
STONE.

GOOD
IDEA.